

Year Group	Autumn One	Autumn Two	Spring One	Spring Two	Summer One	Summer Two
Intent of study year 10	<p>In year 10, Students will look at learning about the Music Business and Music Technology. This will look at both theory and practical elements of Music, and will also look at and explore job roles within the Music Industry. The course will allow students to cover a wide range of Musical interests in a broad and balanced curriculum offer that will look at the different areas of the Music Industry over the course, including looking at Digital Audio Workstations, the Technology used in Sound Creation, Instrumental and Vocal recording, alongside looking at DJ equipment and Multitrack recording. The course is designed to give students a realistic and practical experience of Music backed up by the relevant theory behind it.</p>					
10	<p>Introduction to Music Technology and the Music Business</p> <ul style="list-style-type: none"> Pupils explore and understand the different job roles in the Music Industry Pupils will explore the history of recording techniques from Analogue Tape to Multitrack and Digital recording Methods Pupils will explore different editing techniques of old technology on a DAW 	<p>Introduction to Music Technology and the Music Business</p> <ul style="list-style-type: none"> Pupils will explore DAWs and the impact that they have on music production Pupils will explore what a synthesizer is and how it works Pupils will explore how a sampler works and what the similarities and differences are between samplers and synthesizers Pupils will explore the difference between Analogue and Digital Pupils will look at Sequencing and identify different methods of sequencing Explore MIDI keyboards and explain how they work Explore different effects such as reverb, tape delay, compression, noise gates, autotune Identify and explain different audio formats e.g. MP3, Vinyl, CD etc Explore marketing areas in the Music Industry Investigate Physical and Digital Promotion Identify different methods of distributing Music 	<p>The Digital Audio Workstation</p> <ul style="list-style-type: none"> Identify different DAWs and explore their differences, main hazards and potential risks involved using risk assessments Identify and explain different pieces of hardware associated with a computer workstation Identify and show understanding of how an Audio Interface works Identify and show understanding of how an Mixing Desk works 	<p>The Digital Audio Workstation</p> <ul style="list-style-type: none"> Explore using a DAW with Audio and MIDI tracks and edit the sounds appropriately and as required Use Automation, EQ, Volume, Pan, Reverb, Delay, Chorus, Flanger, Phaser, Distortion, Compression, Noise Gate, Limiter How to export work to Stereo Develop a musical idea 	<p>Musical Elements, Musical Style and Music Technology</p> <ul style="list-style-type: none"> Define structure of music in popular music e.g. Intro, Verse, Chorus, Bridge, Middle 8, Refrain, Outro and their differences Identify and describe song forms: <ul style="list-style-type: none"> Through composed Strophic (AAA) Binary (AB) Ternary (ABA) Arch (ABCBA) Rondo (ABACA) State what a time signature is and explain different time signatures Know what a chord, scale and harmony is Read notes on a Treble Clef Compose different scales Explore and show understanding of Sequence, Repetition and Arch Form 	<p>Musical Elements, Musical Style and Music Technology</p> <ul style="list-style-type: none"> Explore chord progressions, Harmony and apply this knowledge to pop song structure Identify categories of instruments e.g. Strings, Woodwind, Brass, Percussion, Keyboards and Vocals Identify characteristics of Rock and Roll, Rock, Folk, Soul, Disco, Reggae, Funk, Hip Hop, House, Drum and Bass